



**University of  
Zurich**<sup>UZH</sup>

**Zurich Open Repository and  
Archive**

University of Zurich  
University Library  
Strickhofstrasse 39  
CH-8057 Zurich  
[www.zora.uzh.ch](http://www.zora.uzh.ch)

---

Year: 2017

---

## **Correction: Virtual hand feedback reduces reaction time in an interactive finger reaching task**

Brand, Johannes ; Piccirelli, Marco ; Hepp-Reymond, Marie-Claude ; Morari, Manfred ; Michels, Lars ; Eng, Kynan

Abstract: This corrects the article DOI: 10.1371/journal.pone.0154807

DOI: <https://doi.org/10.1371/journal.pone.0176655>

Posted at the Zurich Open Repository and Archive, University of Zurich

ZORA URL: <https://doi.org/10.5167/uzh-138248>

Journal Article

Published Version



The following work is licensed under a Creative Commons: Attribution 4.0 International (CC BY 4.0) License.

Originally published at:

Brand, Johannes; Piccirelli, Marco; Hepp-Reymond, Marie-Claude; Morari, Manfred; Michels, Lars; Eng, Kynan (2017). Correction: Virtual hand feedback reduces reaction time in an interactive finger reaching task. PLoS ONE, 12(4):e0176655.

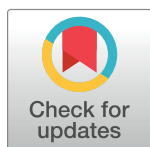
DOI: <https://doi.org/10.1371/journal.pone.0176655>

CORRECTION

# Correction: Virtual Hand Feedback Reduces Reaction Time in an Interactive Finger Reaching Task

**Johannes Brand, Marco Piccirelli, Marie-Claude Hepp-Reymond, Manfred Morari, Lars Michels, Kynan Eng**

The standard deviations of the oculomotor parameters in [Table 2](#) are incorrect. Please see the corrected [Table 2](#) here.



## OPEN ACCESS

**Citation:** Brand J, Piccirelli M, Hepp-Reymond M-C, Morari M, Michels L, Eng K (2017) Correction: Virtual Hand Feedback Reduces Reaction Time in an Interactive Finger Reaching Task. PLoS ONE 12 (4): e0176655. <https://doi.org/10.1371/journal.pone.0176655>

**Published:** April 24, 2017

**Copyright:** © 2017 Brand et al. This is an open access article distributed under the terms of the [Creative Commons Attribution License](#), which permits unrestricted use, distribution, and reproduction in any medium, provided the original author and source are credited.

**Table 2. Analyses of oculomotor parameters.**

Parameter	Action				Act.–Obs. p	Observation			
	cursor	p. light	c. hand	v. hand		cursor	p. light	c. hand	v. hand
Sac. ( $2s^{-1}$ )	$3.7 \pm 0.4$	$3.7 \pm 0.3$	$3.6 \pm 0.4$	$3.7 \pm 0.5$	0.017*	$4.2 \pm 0.4$	$3.9 \pm 0.3$	$4.1 \pm 0.4$	$4.2 \pm 0.5$
Fix. ( $2s^{-1}$ )	$3.0 \pm 0.4$	$3.0 \pm 0.3$	$2.9 \pm 0.4$	$3.1 \pm 0.5$	0.004*	$3.5 \pm 0.4$	$3.3 \pm 0.3$	$3.5 \pm 0.4$	$3.6 \pm 0.5$
Bli. ( $2s^{-1}$ )	$0.3 \pm 0.1$	$0.4 \pm 0.1$	$0.3 \pm 0.1$	$0.3 \pm 0.1$	<0.001*	$0.5 \pm 0.1$	$0.5 \pm 0.1$	$0.6 \pm 0.1$	$0.5 \pm 0.1$
$\Delta$ Sac.(ms)	$45.9 \pm 3.9$	$49.7 \pm 4.6$	$44.7 \pm 4.0$	$48.5 \pm 6.9$	0.017*	$56.3 \pm 5.9$	$52.5 \pm 4.6$	$57.2 \pm 6.0$	$56.9 \pm 6.2$
$\Delta$ Fix.(ms)	$407.4 \pm 36.7$	$459.8 \pm 30.6$	$396.5 \pm 32.1$	$399.4 \pm 37.9$	0.017*	$346.7 \pm 25.5$	$336.1 \pm 23.9$	$355.3 \pm 26.4$	$347.3 \pm 32.2$
$\Delta$ Bli.(ms)	$51.6 \pm 10.2$	$51.6 \pm 10.8$	$43.1 \pm 10.1$	$42.8 \pm 12.2$	<0.001*	$67.3 \pm 10.8$	$62.1 \pm 10.3$	$68.0 \pm 11.1$	$71.3 \pm 12.5$
$\Delta x(px)$	$111.5 \pm 7.9$	$95.6 \pm 6.7$	$98.8 \pm 6.4$	$106.7 \pm 6.3$	1.000	$108.1 \pm 6.0$	$94.0 \pm 6.6$	$94.2 \pm 5.6$	$102.9 \pm 5.9$
$\Delta y(px)$	$182.4 \pm 4.6$	$176.8 \pm 2.1$	$181.3 \pm 5.1$	$181.0 \pm 4.0$	1.000	$183.1 \pm 4.5$	$174.2 \pm 4.2$	$173.0 \pm 3.3$	$180.8 \pm 3.5$
$\Delta v_x(\frac{px}{s})$	$48.3 \pm 1.9$	$43.2 \pm 1.2$	$43.9 \pm 1.6$	$47.8 \pm 2.0$	1.000	$53.1 \pm 4.6$	$44.1 \pm 2.2$	$45.6 \pm 1.4$	$43.6 \pm 1.5$
$\Delta v_y(\frac{px}{s})$	$63.0 \pm 2.0$	$61.4 \pm 1.3$	$63.4 \pm 1.9$	$66.9 \pm 1.9$	1.000	$66.3 \pm 2.3$	$61.3 \pm 2.2$	$65.4 \pm 1.8$	$64.3 \pm 2.1$

Mean  $\pm$  standard error of oculomotor parameters. Sac.: Saccade; Fix.: Fixation; Bli.: Blink;  $\Delta$ Sac.: Saccade duration;  $\Delta$ Fix.: Fixation duration;  $\Delta$ Bli.: Blink duration;  $\Delta x$ : amplitude x;  $\Delta y$ : amplitude y;  $\Delta v_x$ : velocity x;  $\Delta v_y$ : velocity y; px: pixel; Act.–Obs.: factor *Action–Observation*; p. light: point light; c. hand: cartoon hand; v. hand: virtual hand. p-values were Bonferroni corrected.

<https://doi.org/10.1371/journal.pone.0176655.t001>

## Reference

1. Brand J, Piccirelli M, Hepp-Reymond M-C, Morari M, Michels L, Eng K (2016) Virtual Hand Feedback Reduces Reaction Time in an Interactive Finger Reaching Task. PLoS ONE 11(5): e0154807. doi:[10.1371/journal.pone.0154807](https://doi.org/10.1371/journal.pone.0154807) PMID: [27144927](https://pubmed.ncbi.nlm.nih.gov/27144927/)